SNSP-ACGP-AUS

Disney INTERACTIVE

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

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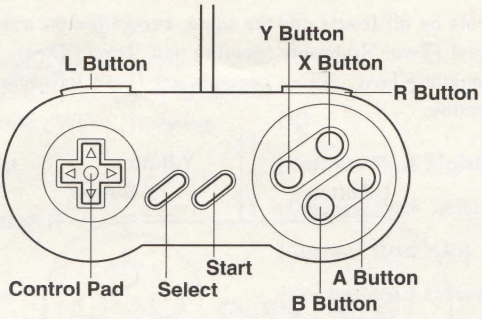
Safety Precautions

- **DO NOT** subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
- **DO NOT** touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
- **DO NOT** try to disassemble your Game Pak.
- **DO NOT** let your Game Pak come in contact with thinners, solvents, benzene alcohol or any other strong cleaning agents that can damage it.

Getting Started



1. Make sure you have a controller plugged into the one-player port on the front-left of the machine.

2. Insert the Pinocchio Game Pak into your Super Nintendo Entertainment System and turn the power on.

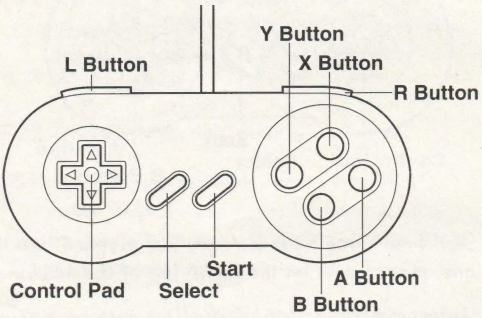
3. When the Pinocchio title screen appears, press any button on your controller. The Pinocchio Story screen appears.

4. Press the **A**, **B**, **X** or **Y** button to move through the pages of Pinocchio's story, or press **SELECT** to skip the story and go straight to game play. More of the story will unfold as you play the game.

5. At the end of the story, press **START** to begin play.

Controls

Controls on all levels are the same, except for the controls on Level Two: Lampside Seating and Level Three: The Marionette Show. Those controls are listed following this section.



Jump	**(B)**
Spin (you must first collect a red book page to spin)	**(Y)**
Walk Right	**(Control Pad Right)**
Walk Left	**(Control Pad Left)**
Look Up	**(Control Pad Up)**
Duck Down	**(Control Pad Down)**

DURING LAMPSIDE SEATING (LEVEL 2):

Jump	**(B)**
Jab Umbrella at a Bug	**(Y)**
Open Umbrella for Protection (When Standing), or Open Umbrella for Parachute (When Jumping)	**(X)**
Walk Right	**(Control Pad Right)**
Walk Left	**(Control Pad Left)**
Look Up	**(Control Pad Up)**
Look Down	**(Control Pad Down)**

AT THE MARIONETTE SHOW (LEVEL 3):

Move Arm on the Right	**(X)**
Move Arm on the Left	**(Y)**
Spin	**(Control Pad Up)**
Kick Right	**(A)**
Kick Left	**(B)**
Crouch Kick Right	**(Control Pad Down then press A)**
Squat Kick Left	**(Control Pad Down then press B)]**

Note: On the **EASY** setting, you do not have to use the crouch kick to complete the Marionette show.

Special Moves

JUMP

While walking around with Pinocchio on Level One, keep an eye out for water pumps, street signs, and other special objects that Pinocchio can use to jump higher and farther.

SPIN

On some levels, Pinocchio can protect himself by spinning around when near an enemy. To spin, Pinocchio must pick up a red book page.

Bonus Items

PINOCCHIO'S HATS

- On the **EASY** setting, picking up three hats earns one extra try.
- On the **NORMAL** setting, picking up five hats earns one extra try.
- On the **HARD** setting, picking up ten hats earns one extra try.

BLUE FAIRY WAND

Pick up a Blue Fairy Wand to increase Pinocchio's health.

BOOK PAGES

In your travels, you may come across yellow, red, blue, and white pages from a book. Pick them up to get special moves and powers.

- The yellow page lets Pinocchio fly higher on blue balloons in Level Four, Pleaure Island.
- The red page lets Pinocchio spin around fast to knock down enemies.
- The blue page lets Pinocchio jump higher to reach hidden bonuses.
- The white page lets Pinocchio stay on the sea bed longer in Level Six, The Search for Monstro.

PINOCCHIO'S SCHOOL BOOKS

When you pick up enough of Pinocchio's red school books you get a chance to continue the game when you finish all your current tries.

- On the **EASY** setting, picking up five books earns one continue.
- On the **NORMAL** setting, picking up ten books earns one continue.
- On the **HARD** setting, picking up fifteen books earns one continue.

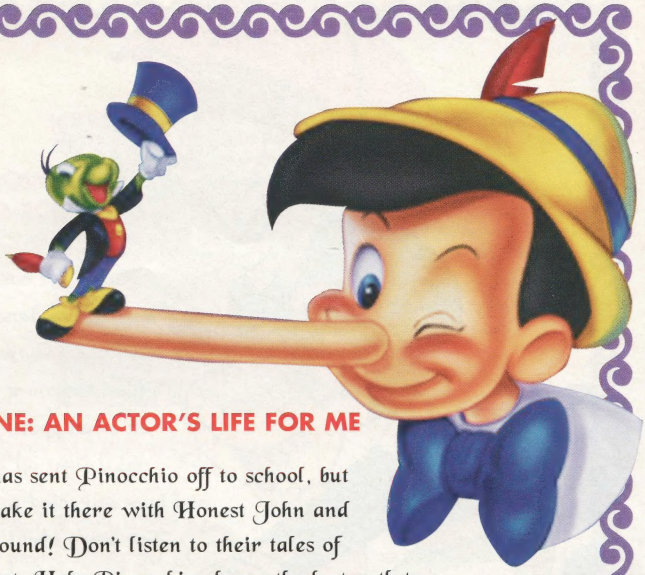
Pinocchio's Adventures

You are about to experience Pinocchio's story. As you help Pinocchio and Jiminy through the adventure, remember three important things:

- Always choose the path of truth.
- Be brave enough to stand up to the bad guys no matter what.
- Be selfless by helping others even when all seems lost.

There are special chances throughout the adventures to help Pinocchio prove himself to the Blue Fairy. Earn the Red Badge of Truth, the Yellow Badge of Bravery, and the Blue Badge of Unselfishness from the Blue Fairy and she will grant Pinocchio his wish – to be a real boy!

To learn more about how to move, please see the section called **CONTROLS.**



LEVEL ONE: AN ACTOR'S LIFE FOR ME

Geppetto has sent Pinocchio off to school, but he won't make it there with Honest John and Gideon around! Don't listen to their tales of Easy Street. Help Pinocchio choose the best path to school and don't be tempted into taking shortcuts! Take the right road and the Blue Fairy rewards you with the Red Badge of Truth. Take the wrong road and, Oh No! Pinocchio's nose grows! Get the geese and naughty boys to fight each other and both will leave you alone!

LEVEL TWO: LAMPSIDE SEATING

Stromboli has forced Pinocchio to dance in his marionette show. In an effort to gain a good seat on a lamppost, Jiminy must fight off the moths and bugs attracted to the light. For more about how to move on this level, see the Controls section.

LEVEL THREE: MARIONETTE SHOW

Pinocchio has his skill tested by the other marionettes in Stromboli's show. Copy the other puppets moves exactly and the audience will throw coins and bonuses in appreciation. If you don't, well, you'll have more tomatoes than Mama Stromboli's spaghetti sauce! To learn more about the specific controls for this level, see the Controls section in this manual.

LEVEL FOUR: PLEASURE ISLAND

Lampwick leads Pinocchio on a chase through Pleasure Island. Lampwick and his friends don't make it easy – they're throwing bricks and balls at Pinocchio! Avoid thrown objects and follow Lampwick as he grabs balloons and floats away. Help Pinocchio grab one and jump from string to string on the balloons to catch him! Different colored balloons can hold Pinocchio for different amounts of time, so practice on each. Note: on Easy setting, Pinocchio can stay on the first balloon he grabs and get through the level safely.

When you fly up, up, and away to the next stage, Lampwick leads the chase on a rickety old roller coaster. There are lots of broken spaces on the track, so when you come up to one, jump out of your car and into another on the other side of the break. Be alert for bells that will switch the tracks and bonuses. At the bottom of the rollercoaster, avoid fireworks and oncoming cars. Gather as many wands, hats and books as you can before Lampwick spoils the fun!

LEVEL FIVE: ESCAPE FROM PLEASURE ISLAND

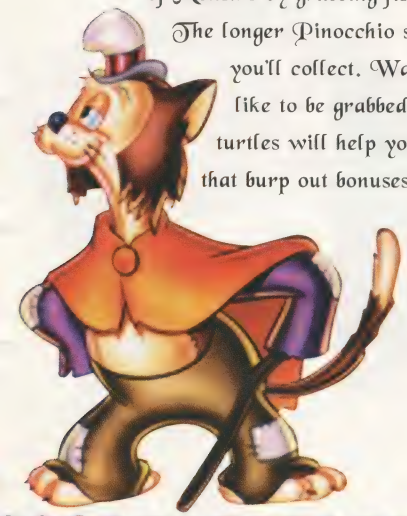
Pinocchio learns that greed is bad and tries to escape Pleasure Island. But once at the docks, he runs into the evil Coachman. Be brave as you help Pinocchio knock the Coachman into the water, and the Blue Fairy will reward you with the Yellow Badge of Bravery.

LEVEL SIX: SEARCH FOR MONSTRO

Help Pinocchio make his way along the bottom of the sea as he searches for Monstro the whale. Pick up clams to help weigh yourself to the sea floor. They only last a short while though, so keep finding as many as you can. Keep your eyes open – Monstro is closer than you think. Use Sea Anemones and Manta Rays to help you cross dangerous areas and the stream of bubbles to move up and down.

LEVEL SEVEN: FISH!

Caught up in a large shoal of fish, Pinocchio swims with them to get away from Monstro. Help Pinocchio stay ahead of Monstro by grabbing fish and jumping from tail to tail. The longer Pinocchio stays ahead, the more bonuses you'll collect. Watch out for lion fish – they don't like to be grabbed – but some special fish and turtles will help you boost ahead. Watch for tuna that burp out bonuses!



LEVEL EIGHT: INSIDE MONSTRO

Looks like Monstro got you anyway, but that's okay, because now you can help Geppetto get away. As you wander around the shipwreck, help Pinocchio collect firewood he can use to build a smoky fire by spinning into crates to break them apart. Light a fire, and Monstro will sneeze everyone out into the sea. Spin into crates to break them apart. Watch out for crabs and spiky wood, and find Geppetto so you can both escape.

LEVEL NINE: ESCAPE FROM MONSTRO

Chased by the mighty Monstro, you must help Pinocchio and Geppetto row their raft to safety by ducking and jumping rocks. When your raft hits a rock and cracks apart, remember to think of someone else's safety before your own – Geppetto's life may depend on it. Do the right thing, and the Blue Fairy appears one last time to bestow the Blue Badge of Unselfishness on Pinocchio.

With your help, Pinocchio has proved himself worthy of being a real boy. The Blue Fairy waves her magic wand, and Geppetto's dream comes true.

Credits

FOR DISNEY INTERACTIVE:

Senior Producer: Patrick Gilmore

Associate Producer: Leila Chang

Project Manager: Chip Vollers

Production Administrator: James Mellot

Test Supervisor: Jeffrey W. Blattner

Lead Tester: Mary Schuyler

Testers: John Castro, Patrick Larkin, Ronny Louie, Daryl David, Jesse David, Andre Aguilar, Toby Espiritu, Weijean Strand, David Mendelson

Documentation: Andrea Smith

Special Thanks to Michael Clement

FOR LONDON STUDIOS, VIRGIN INTERACTIVE ENTERTAINMENT:

Programming: Dave Chapman (Mega Drive), Leo Skirenko, Richard Turner (SNES), Phil Lewin (32X)

Head Programmer: Mike Ball

Chief Designer: Dan Marchant

Assistant Designer: Sarah Thompson

Head Artist: Kevin Oxland

Animators: Patrick Bierne, Stephen Cavalier, Paul Hallewell, Simon Swift

Sprite Artists: Mark Anthony, Wayne Dalton, Marina Vydelingum, Eric Bailey, Matt Butler; at Westwood Studios: Cindy Chin, Frank Saxton, Penina Finger, Kennn Seward, Andy Wilson

Background Artists: Mark Bentley, Emma Cubberley, Jonathan Green

Music and Sound Effects: Alistair Brimble

Storyboards: Sean Millard

Producer: Dave Vout

Assistant Producer: Paul Welton

Executive Producer: Tony Fagelman

Director: Dan Marchant

Special Thanks to all the Studio's London team, Julian Rignall, Jonathan Howard, and Louis Castle.

FOR WALT DISNEY FEATURE ANIMATION, ANIMATION SERVICES:

Producer: Paul Curasi

Associate Producer: Chuck Williams

Character Design and Development: Jim Story, Seung Kim, Michael Benet

Supervising Animators: Chris Bradley, Uli Meyer

Animators: Michael Benet, Tim Massa, Tony Stanley, Darko Cesar, Rob Corley, Elliot Bour, Travis Blaise, Gary Dunn, Dean Roberts, Arnaud Bethier, Tom Lock, Panagiotis Rappas, Andreas Wessel-Therhorn, Mark Broecking

Assistant Animators: Arden Chan, Kevin Proctor, Merritt Andrews, Caroline Clifford, Kim Torpey, Craig Grasso

Inbetweeners: Amanda Barnes, Niel Bushnell, Chris Clarke, Michele Craig, Joanne Gooding, Richard Jack, Annie O'Dell, Daniela Topham, Debbie Wall, Julia Woolf

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Animation Check: Jacqueline Hooks

Scanning: Jay Shindell

Editor: Jeff Draheim

Post-Production Associate: Gary Blair

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Production Coordinators: Laura Roberson, Julie Pye
Production Assistants: Scott Hutton, Barney North
Assistant to the Producer: Annette Laguer
Personnel Administrator: Jan Seketa
Business Manager: Cindy Beltz
Production Accountant: Stephanie Thrift
Technical Support: Enrique Santos, Todd King

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